pRP7

RealPiano
DIGITAL

OWNER'S MANUAL
English

GEM
by GENERALMUSIC

General safety instructions

Power supply

• This keyboard is powered by current from a standard household wall outlet (using the supplied AC adaptor).

About the AC adaptor

• Use only the supplied AC adaptor. Use of another type of adaptor creates the danger of fire and electric shock.

For safety sake, be sure to unplug the AC adaptor from the wall outlet whenever leaving the keyboard unattended for a long time.

• Always ensure that the instrument is turned OFF when connecting or disconnecting the power adaptor. Applying power while the power switch in depressed may damage the components inside the unit.

• Do not use adapters other than the one specified for this keyboard. The technical specifications of the adapter must be: 9~12V DC output, 1800MA, centre positive type.

If water gets into the instrument

• Remove the power cord from the wall socket at once, and contact the store where the unit was purchased.

• The top surface of your instrument should never be used as a shelf for flower vases and other containers which hold liquids.

If the instrument plays in an abnormal way

• Turn off the power immediately, remove the power cord from the main outlet and contact the store where it was purchased.

• Discontinue using the unit at once. Failure to do so may result in additional damage or other unexpected damage or accident.

General user maintenance

• Clean the cabinet and keys of your instrument using a soft, clean, slightly damp cloth and polish with a soft, dry cloth.

• Never use industrial cleaners, detergents, abrasive cleansers, waxes, solvents or polishes as they may damage the instrument finish.

• Always turn off the power supply after use and never turn the unit on and off repeatedly in quick succession as this places an undue load on the electronic components.

Contents

Appendix

Introduction

Thank you for purchasing the **GEM pRP7**, the new portable Digital Piano belonging to the prestigious Real Piano Series by Generalmusic.

The new portable **pRP7** Digital Piano features an 88 note, weighted Hammer Action keyboard, 32 note polyphony and 48 Presets including 10 exclusive Piano sounds.

Also featured is an internal Sound Library consisting of 444 GM/GMX compatible sounds, addressable via MIDI from any external MIDI controlling device.

The 22 Reverb and 22 Delay/Modulation effects contained in the on-board Digital Signal Processor add realism to the Preset sounds.

With its 8,000 event sequencer, (allowing you to record and play back your own performances), and a Song Library of 96 songs, (featuring famous classical pieces written for the piano), **pRP7** is the perfect partner for practising.

Through the stereo output jacks, you can connect your **pRP7** to any external amplification system to faithfully reproduce the complex sound diffusion of an acoustic piano.

The **pRP7** is very easy to use, but to make the most of the instrument's features, you are recommended to consult this manual whenever you are not sure what to do.

Most important, of course, is how you treat your **pRP7**. Please take time to read the General Safety Instructions to guarantee a long and trouble free use of your instrument.

Front and rear panel

Front Panel
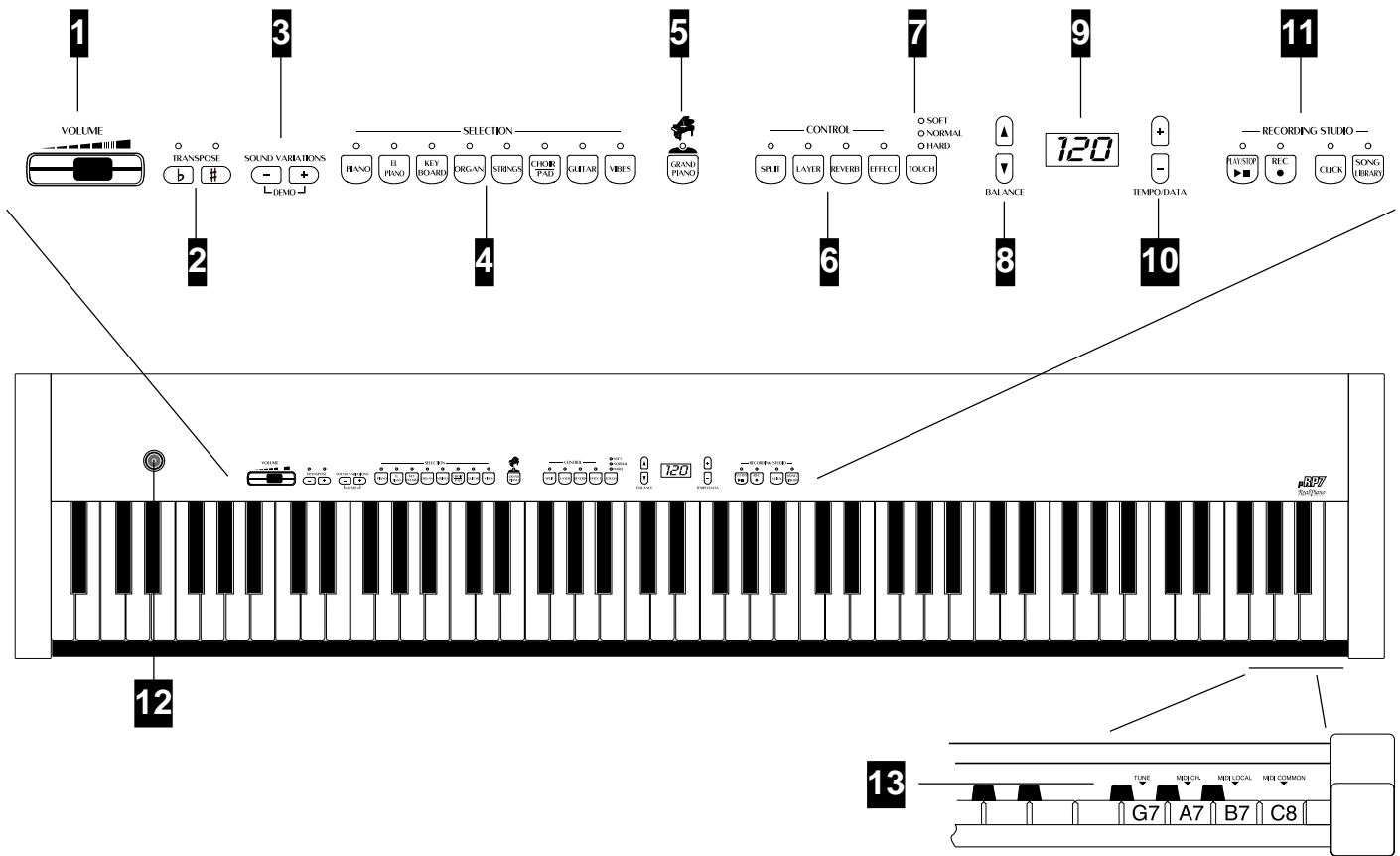
|		
1. VOLUME:		Slider that controls the main volume of the instrument.
2. TRANSPOSE i /g		Increases (g) or decreases (i) the overall pitch of the instrument in half-step (semitone) increments.
3. SOUND VARIATIONS/DEMO:		These buttons select a variation of the current Preset in increasing (+) or decreasing (–) order. When pressed together at the same time, they activate the factory programmed demonstration songs.
4. SELECTION:		These buttons select Presets banks, (Piano, El-Piano, etc.), and are used in conjunction with the Sound Variation buttons to select Presets from the active bank. The Presets are recalled as single, layer or split sound combinations.
5. GRAND PIANO:		Press this button to select the GrandPiano Preset which instantly recalls the GrandPiano Preset across the entire keyboard.
6. CONTROL:		This section contains 4 buttons: Split, Layer, Reverb, Effect.

Split : Turning this button on will split the keyboard into separate left and right parts and automatically recall the sound for the left hand.

Layer : Press this button to instantly activate two layered sounds which play at the same time across the entire keyboard.

Reverb : Use this button to activate (LED on) or deactivate (LED off) the Reverb effect recalled by the current Preset.

Effect : Use this button to activate (LED on) or deactivate (LED off) the Modulation/Delay effect recalled by the current Preset.

7. Touch: Use this button to adjust the touch of the keyboard according to your playing style.

8. Balance ▲/▼: These buttons regulate the volume balance between two sounds in either Layer or Split modes.

9. Display: A three-digit, Liquid Crystal Display (LCD).

10. Tempo Data +/–: Use these buttons to modify the playing speed (Tempo) when using the Sequencer and to select Songs from the Song Library when the Song Library button is active.

These buttons are also used to adjust the value of the currently selected parameter in Function mode. The functions are selected with the last four notes of the highest octave of the keyboard.

11. Recording Studio: This section contains functions that control the on-board Sequencer.

Play\Stop : Press this button to playback what you have recorded, to stop the playback or stop the recording.

Rec. : Press this button to record what you play.

Click. : Press this button to record or playback with or without the click of a Metronome.

Song Library. : Press this button to gain access to the internal Song Library consisting of 96 famous pieces of piano music, useful to practice with as well as listen to.

12. Joystick: Pitch Bend/Modulation joystick control

13. Function keys: Notes G7-C8 of the highest octave are dedicated to the selection of the **pRP7** functions. The function parameters are selected with the Data +/– buttons while holding down a function key.

Rear panel
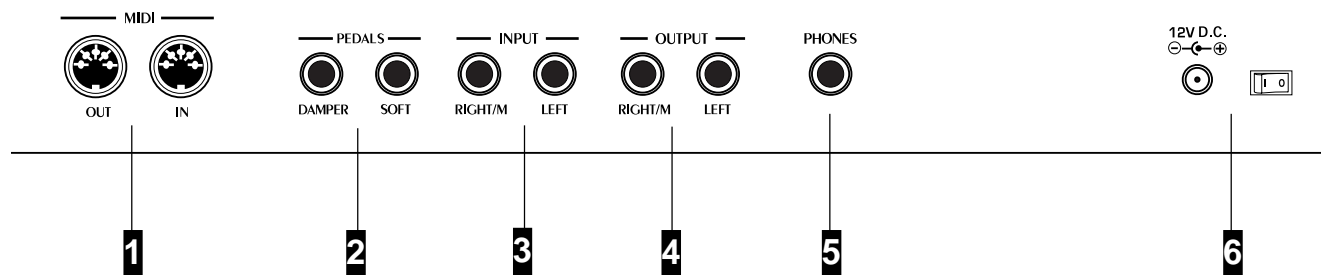
|	
1. MIDI In/Out:	These ports allow the instrument to be connected to other MIDI devices.
	Midi In allows the sounds of the **pRP7** to be played by an external controlling device e.g. a controller keyboard or a sequencer.
	Midi Out sends MIDI information from the **pRP7** to other MIDI external equipment.
2. Pedals:	Two pedal connectors (Damper and Soft) for optional switch-action pedals.
3. Input Right/M-Left:	These two stereo inputs are used to connect another instrument to the **pRP7**. The output of the other instrument will be mixed with the main signal of the **pRP7** and sent to the Output and Headphone jacks. If you are connecting a mono signal, then you should use only the Right/Mono jack.
4. Output Right/M-Left:	These two stereo outputs are used to connect the instrument to another amplifier, mixer or recording device. If you are connecting to mono equipment, (e.g. a guitar amplifier), then you should use only the Right/Mono jack.
5. Phones:	Plug a set of stereo headphones into this jack for private listening.
6. 12 V DC, Power On/Off:	Connection for the power supply unit. Use only the unit supplied with your instrument.
	Press the switch to turn the instrument on and off.

Playing the pRP7

Connect the audio cables

The **pRP7** does not incorporate an internal amplification system, therefore you must either play using headphones or connect to a suitable external amplification system.

Connect the audio outputs to your amp. system (mixer, powered speakers, etc.) using audio cables with standard 1/4" jacks. Use RCA jacks to connect to domestic stereo units. For mono reproduction, connect to the Right/M jack.
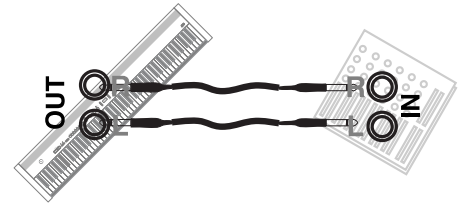
Headphone jack

If you are not playing connected to an external amplfication system, plug a set of headphones into the Phones jack to play in total silence without disturbing others in the same room. Use a mini jack 1/4" adapter for Walkman or MidiDisc headphone sets. The Phones jack is located on the rear connections panel.

Use the Volume control to adjust the Headphones volume.
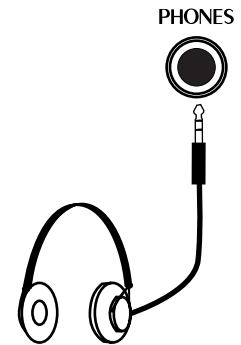
Connect the power supply

Connect the Generalmusic power supply unit to the 12V. D.C. jack.
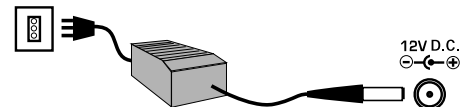
Turn the instrument on

To turn the **pRP7** on, press the ON/OFF switch located on the rear connections panel.

After a short period, the instrument will be ready to play the Grand Piano preset. The LED of the Grand Piano Preset button will be on and the 3-digit LCD display will show a tempo setting as an indication that the instrument is on.

In this power up condition, you will be able to play a piano sound (GrandPiano) across the entire keyboard without carrying out other operations.
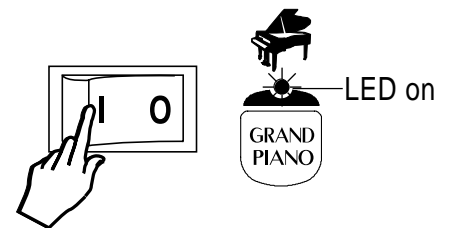
Adjust the overall volume

Use the **VOLUME** control knob to adjust the overall volume level.

Sliding the VOLUME control knob to the right will increase the overall volume, while sliding to the left will decrease it.

Play using the Pitch/Modulation Joystick

While you play, you can apply Pitch Bend and Modulation to the Preset sounds by using the Pitch/Modulation Joystick located on the extreme left of the control panel.

- To obtain **Pitch Bend**, move the Joystick Up or Down.

- To obtain **Modulation**, move the Joystick in Left/Right directions.

Pitch Bend is a "glide" (or glissato) effect which simulates the effect that certain instruments can produce (trombone, guitar, violin, etc.).
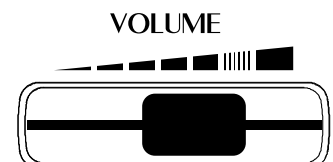
Modulation is an effect which simulates the natural vibrato of such instruments as the violin, cello, human voice, etc..
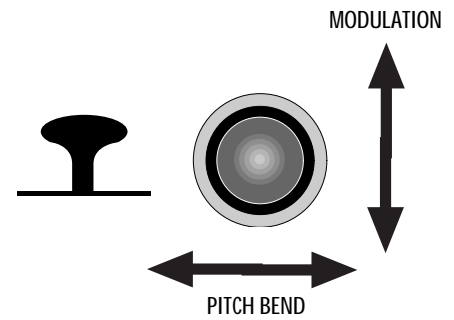
Pedal Connection

The **pRP7** has two connectors for the connection of optional, switch-action pedals: SOFT and DAMPER.

SOFT: The Soft pedal is a switch control pedal (On/Off) which affects the timbre of the instrument such that it plays softer, allowing you to continue using the same playing style at a lower volume.

DAMPER: The Damper pedal applies the Sustain effect to all notes released. If you release a note after depressing the Damper, the note will proceed towards its natural decay according to the type of sound played. The Damper is particularly effective with Piano type sounds.
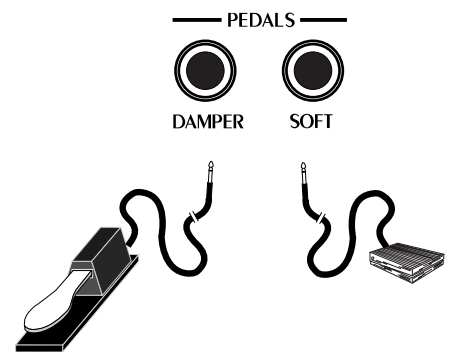
Listen to the Demo songs

The **pRP7** contains a selection of demonstration recordings of the internal sounds.

1. Press both the [−] and [+] buttons of the SOUND VARIATIONS buttons at the same time.

   The LEDs of the SELECTION section start to flash.
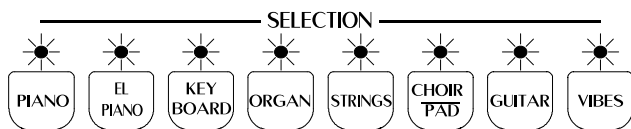
   Shortly after, all the LEDs turn off except the one corresponding to the PIANO button and the first demo starts to play. When it reaches the end, the second demo starts automatically, indicated by the LED of the second SELECTION button, (El Piano) and so on. The demonstration sequence consists of 8 recordings, chained to play as a medley automatically.

2. To stop the current Demo song at any point without cancelling Demo mode, press any of the buttons of the SELECTION section.

   The Demo song stops instantly and the LEDS of the SELECTION section start flashing. At this point, while the LEDs are still flashing, you can select another Demo song by pressing the corresponding button of the SELECTION section.

3. To Stop the Demo song and escape Demo mode, press both the [−] and [+] buttons of the SOUND VARIATIONS buttons at the same time.

   The LEDs of the SELECTION section turn off and the instrument sets to the last selected PRESET prior to entering Demo mode.
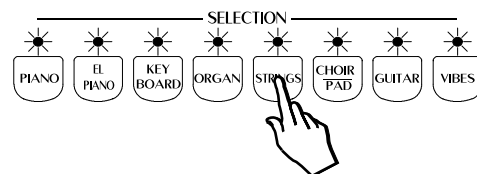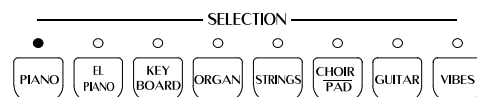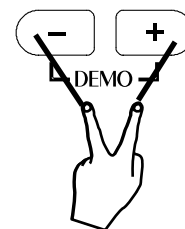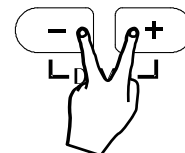
Select a single demonstration song

It is possible select a single demonstration recording without activating the chain playback.

4. Press the [−] and [+] buttons of the SOUND VARIATIONS buttons at the same time and press one of the buttons to trigger the demo song.

   In this example, while the LEDs are still flashing, press the first button marked PIANO. The LED remains on and the corresponding demo will start to play.

   The 3-digit display shows the number of the Demo song selected for the entire duration of the playback.

   Each button recalls a recording of a song using the instrument's internal library of Sounds.

7
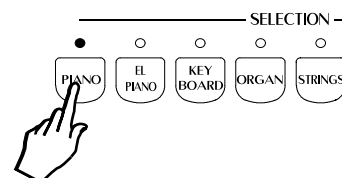
The pRP7 Presets

The **pRP7** contains 48 Internal Presets, consisting of Single, Split and Layered sound combinations. Each sound combination also recalls the volume levels, a configuration of effects (Reverb and Delay/Modulations) together with relative effect send levels

The Presets are organized in the SELECTION section. The table shown opposite lists the **pRP7** Presets, grouped in sets of six, each group corresponding to a button of the section.

The Selection buttons

This section consists of a row of 8 Preset "family" Groups.
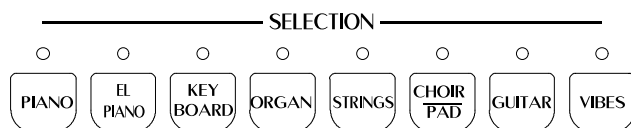
The 8 Preset Group buttons are marked as follows: Piano, Electric Piano, Keyboard, Organ, Strings, Choir\Pad, Guitar, Vibes.

Each button of the SELECTION section activates a Bank of 6 Presets.

Using the [**–**] and [**+**] buttons of the SOUND VARIATIONS buttons, it is possible to select the 8 Presets of each bank sequentially. The 8 Presets of each bank are factory-set to recall Presets configured in the following manner:

1	2	3	4	5	6
Single	Single	Single	Single	Layer	Split

Each Preset of the current Group contains a memorized Layer and Split sound combination which you can recall in real time by activating the LAYER or SPLIT buttons in the CONTROL section accordingly.
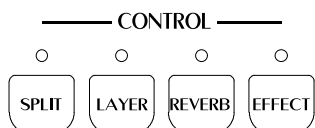
Similarly, a Layer or Split Preset is easily converted to one of the other modes by activating/deactivating the SPLIT or LAYER buttons accordingly.

For example, if you have selected the Layer Preset 5 of a Preset Group, simply press SPLIT to recall the memorized Split combination, or deactivate LAYER to recall the memorized Single sound.

The 3 digit LCD display will show the current selection for about 4 seconds before returning to the Tempo display setting.

PRESET PRP7
• GROUP PIANO
1- GRANDPIANO
2- ELECT.GRAND
3- UPRIGHTPIANO
4- HONKY TONKY
5- STRING PIANO
6- JAZZ PIANO
• GROUP EL.PIANO
7- RHODEX 1
8- WURLIE
9- RHODEX 2
10- FM PIANO
11- RHODEX PAD
12- RHODEX BASS
• GROUP KEYBOARD
13- HARPSICHORD
14- CLAVINET
15- CELESTA
16- GRAND HARP
17- MIXED CELESTA
18- SPLIT HARP
• GROUP ORGAN
19- JAZZ ORGAN
20- JAZZ ORGAN 2
21- THEATRE ORGAN
22- PIPE ORGAN
23- DRAWBARS
24- ORGAN COMBO 1
• GROUP STRING
25- STRING1
26- MELLOW STRING
27- SLOW STRING
28- OCTAVE STRING
29- STRINGBELL 1
30- CONCERTO
• GROUP CHOIR/PAD
31- CHOIR 1
32- SLOW CHOIR
33- ATTACK PAD
34- TAP PAD
35- MIXPAD 2
36- RAIN PAD
• GROUP GUITAR
37- NYLON GUITAR
38- STEEL GUITAR
39- JAZZ GUITAR
40- STRATO GUITAR
41- HARPTAR
42- WES COMBO
• GROUP VIBES
43- VIBES 1
44- VIBES 2
45- VIBES 3
46- MARIMBA
47- VIBES PIANO
48- VIBES COMBO 2

ENGLISH

Preset selection

1. After turning the **pRP7** on, press one of the SELECTION buttons.

   In this example, we press the PIANO button.

   SELECTION

   PIANO | EL PIANO | KEY BOARD | ORGAN | STRINGS | CHOIR PAD | GUITAR | VIBES
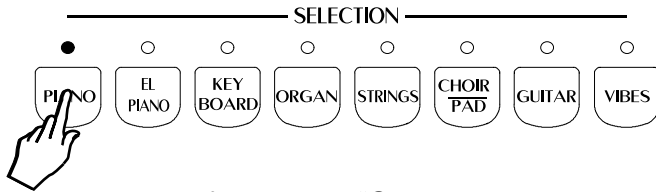
   You will recall the first Preset, "Grand Piano", which plays across the entire keyboard.

   The display will show "P1" for an instant before returning to the Tempo setting.

   P1

2. Press the [+] button of the SOUND VARIATIONS to select the second preset of the Piano bank, another variation of a piano sound, in this case, Electric Grand.

   The 3 digit display shows the selection as "P 2":

   P2

   SOUND VARIATIONS − + └ DEMO
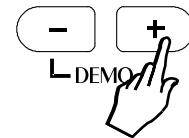
   The last Preset button selected for the current Preset Group remains memorized. For example, if you select the Organ Group button, Preset 1, (Jazz Organ), will be recalled. If you now select the Piano Group button, you will recall the last Preset selected, Preset 2, (Electric Grand), in this case.

   This system of memorizing the last selection made will help you recall your preferred Presets quickly.

3. Continue pressing the [+] button of the SOUND VARIATIONS to select the Presets of the Piano bank in increasing order.

   When you reach the last Preset of the current Bank, pressing the [+] button will have no effect.

   When you reach Preset n. 6 of the current Bank, you can use the [−] button to select the Presets in reverse order.

   SOUND VARIATIONS − + └ DEMO ┘

4. To cancel the current Preset and return to the Grand Piano Preset, press the Grand Piano button.

   The Grand Piano button will always return to the Grand Piano Preset active across the entire keyboard.

   The Grand Piano Preset is shown in the 3-digit display as "G P" for a short period before returning to the Tempo setting.

   LED on

   GRAND PIANO

   G P

9
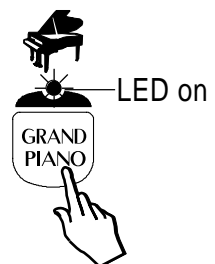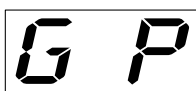
The CONTROL section

Realtime operations

The **pRP7** operating system has been conceived to permit several simple and quick real time operations using the buttons of the CONTROL section.

Activate Split mode

Starting from the Single Preset "GrandPiano", you can easily split the keyboard by pressing the SPLIT button. This will divide the keyboard into separate left and right sections.

<------- Ac. Bass ------><--------- GrandPiano ---------->

After pressing the SPLIT button (the LED turns on), the GrandPiano sound remains active on the right side of the split. An Acoustic Bass sound is automatically assigned on the left side of the split.

If you press the SPLIT button again, the LED will turn off and the keyboard returns to the previous mode with the GrandPiano sound active to play across the entire keyboard.
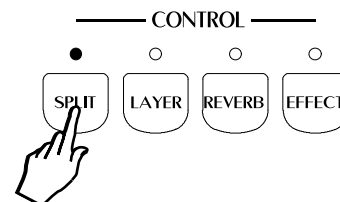
Change the Split point setting

The default setting of the Split point corresponds to F#3. You can quickly modify the setting to suit your requirements.

1. Press and hold down the SPLIT button.

    The LED of the SPLIT button starts to flash and the display shows the current split point setting expressed as the MIDI note number (54 = F#3).

2. While still holding down the SPLIT button, press the note on the keyboard corresponding to the new split point required (B3 in the example).
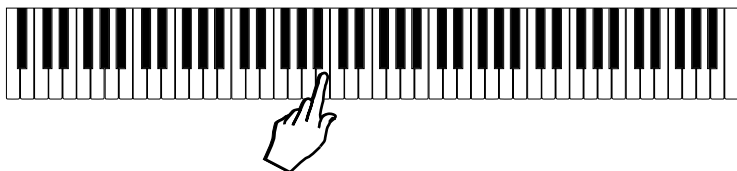
    The new split point is shown in the display as Midi note 59 (B3).

    The setting remains memorized for all the Presets. It is not possible to assign a different Split point setting for each Preset.
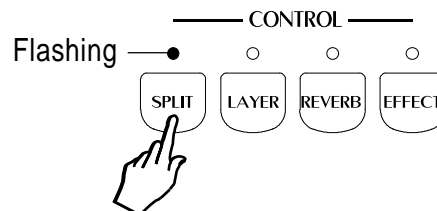
Activate Layer mode

To mix or "layer" two sounds together, simply press the LAYER button.

After pressing the LAYER button (the LED turns on), a second sound is activated layered with the first (in this case, Strings is added to the GrandPiano sound).

<------------------------   GrandPiano   ---------------------->
<----------------------   Strings   --------------------->
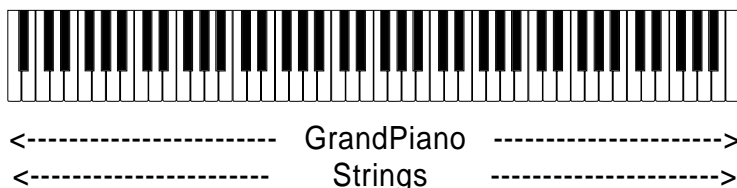
If you press the LAYER button again, the LED turns off and the keyboard returns to the previous mode with the GrandPiano sound active to play across the entire keyboard.
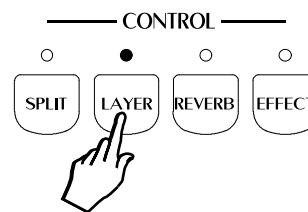
Add effects to the selected Preset

You can easily add or cancel effects from the current Preset by activating/deactivating the REVERB and EFFECTS buttons in the CONTROL section.

The on/off status of these two buttons show whether or not the current Preset is playing with or without one or both effects. When the LED of a button is on, the preset is playing with the corresponding effect.

In the following example, the REVERB and EFFECT buttons are both on, meaning that the current Preset can be played with both effects.
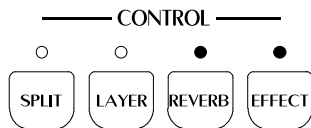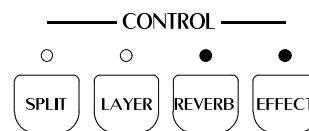
When the LED of a button is off, the Preset can be played without the corresponding effect (bypass).

In the following example, the REVERB button is off (LED off) and the EFFECT button is on, meaning that the current Preset can be played with the recalled Delay/Modulation effect only.
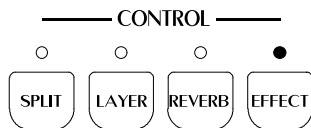
Change the Volume Balance between two sounds

If you are playing either in Layer or Split mode, you can regulate the volume of the two sections in real time using the BALANCE buttons. These buttons regulate the volume of one section with respect to the other, creating a perfect balance between the two sections according to your requirements.

1. Hold down the BALANCE ▲ button to increase the volume of the main sound.

    The volume of the main sound will increase while the second sound (split or layer) will decrease automatically in proportion to the main one. Release the Balance button when you obtain the required setting. The 3 digit LCD display will show the current setting for a short period before returning to the Tempo setting.

    ```
    54
    ```

2. Conversely, hold down the BALANCE ▼ button to increase the volume of the second sound.

    The volume of the second sound will increase while the main sound will decrease automatically in proportion to the second one. Release the Balance button when you obtain the required setting. The display will eventually show a negative value when the level of the second sound is higher than the main one.

    ```
    -24
    ```

    If you select a Single Preset (or deactivate the SPLIT or LAYER button), the BALANCE buttons operate as normal Volume controls for the main section.

BALANCE

ANCE
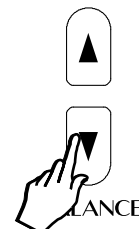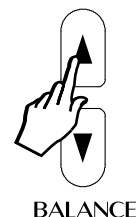
Transpose

Pressing either TRANSPOSE button will adjust the pitch of the instrument in half-step (semitone) increments or decrements, through the overall range of –/+ 12 semitones.

When both LEDs are off, the pitch of the instrument is set to normal (Equal: C = C).

1. Press the TRANSPOSE **#** button once to raise the pitch of the instrument.

   Play on the keyboard and you will hear that the pitch of the instrument is raised one semitone. The LCD display shows the current setting as a relative value, "01", for a short period before returning to the tempo setting.

   ```
   01
   ```

   The LED of the TRANSPOSE **#** button remains on to indicate the changed status of the pitch. Every time you press the TRANS-POSE **#** button, the pitch is raised by one semitone.

2. Press the TRANSPOSE ♭ button to lower the pitch of the instrument.

   Play on the keyboard and you will hear that the pitch of the instrument is lowered one semitone. The LCD display shows the current setting as a relative value, "–01" in this case, for a short period. A negative transposition value indicates that the pitch is one semitone lower than normal (00).

   ```
   -01
   ```

   The LED of the TRANSPOSE ♭ button remains on to indicate the changed status of the pitch. Every time you press the TRANS-POSE ♭ button, the pitch is lowered by one semitone.

   After about 5 seconds, if you fail to press either Transpose button, the display returns to the previous situation and the instrument remains at the last set pitch.

   The current Transpose setting remains memorized even after turning the instrument off. When you turn the instrument on again, the LED of the Transpose buttons will indicate the changed status of the pitch.

Reset

   The current pitch setting can be cancelled instantly by pressing both buttons together.

   ```
   00
   ```
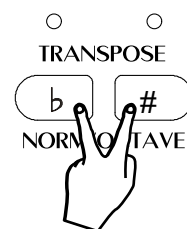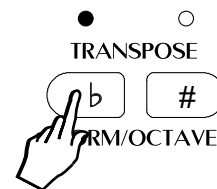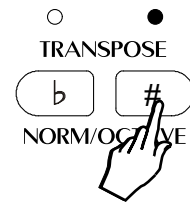
Touch

The **pRP7** offers three different keyboard responses, or "velocity curves", which affect the instrument as a whole. When you turn on the instrument for the first time, the "NORMAL" curve will be shown set, indicated by the LED in correspondence to the NORMAL setting of the TOUCH button.

SOFT: This is useful for a player with a lighter touch or somebody more accustomed to a synth action keyboard. It requires only a relatively soft touch to achieve maximum volume.

NORMAL: This setting most accurately represents the touch response of a piano.

HARD: This setting is for "stronger" players. It requires a fairly powerful touch to achieve maximum volume.

The various curves can be selected by repeatedly pressing the TOUCH button.

The selection of the Touch curves is cyclic; starting from Normal, pressing TOUCH once selects HARD, followed by SOFT, then back to NORMAL, and so on....

The selected response curve remains in memory even after turning the instrument off. When you turn on again, you will be able to see at a glance what the current Touch setting is by looking at the status of the LED.
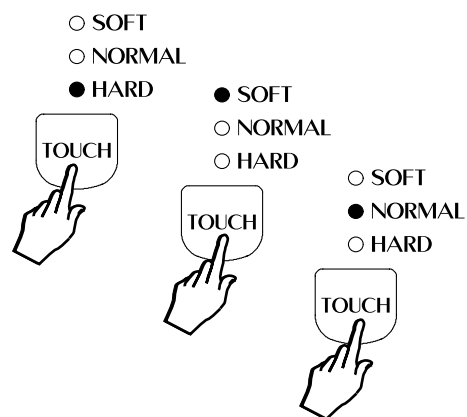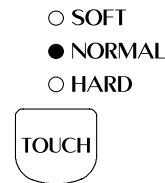
The Functions of the pRP7

pRP7 features 4 functions which affect the instrument in various ways. The Functions are activated using the last 4 notes of the highest octave of the keyboard.
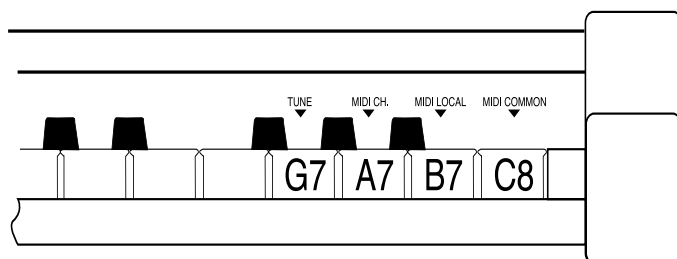
To activate a function and modify its value, hold down the corresponding key and press the **TEMPO/DATA +/–** buttons.

The functions and corresponding notes are:

TUNE **(G7)** :   fine tunes the instrument;

MIDI CH. **(A7)** :   sets the instrument's MIDI Channel (for MIDI set-ups);

MIDI LOCAL **(B7)** :   sets the instrument for MIDI Local operation (for MIDI setups). Local disconnects the **pRP7** sound generation.

MIDI COMMON **(C8)** :   sets the instrument's MIDI Common channel (for MIDI setups). The Common channel is useful to control another MIDI device which has automatic arrangements.

Tune

The TUNE function allows you fine tune the instrument. The default status of the instrument corresponds the equal standard A = 440 Hz, shown in the display as the setting "00". The TUNE value has a range of ±63, corresponding to an excursion of approximately one semitone.

1.   Press and hold the TUNE function key (G7) and press either the TEMPO/ DATA + or the – button to raise or lower the tuning accordingly.

The first time you press the TEMPO/DATA + or – button, the 3 digit LCD display will show the current setting (00) and you will hear a sinusoidal reference note A play at the standard pitch.
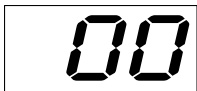
To raise the tuning

2.   While still holding down the TUNE function key (G7), press the TEMPO/ DATA + button repeatedly until you obtain the required tuning.

The LCD display will show the current setting and the reference sinusoidal sound will play with the current tuned pitch.
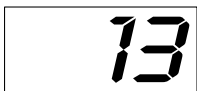
Release the TUNE function key (G7) to escape the function.

To lower the tuning

3.   While holding down the TUNE function key (G7), press the TEMPO/DATA – button repeatedly until you obtain the required tuning.

The LCD display will show the current setting and the reference sinusoidal sound will play with the current tuned pitch.
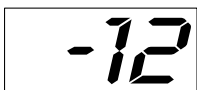
Release the TUNE function key (G7) to escape the function.

The current Tune setting will remain memorized even after turning the instrument off.

To reset the tuning

4.   Hold down the TUNE function key (G7) and press both the TEMPO/DATA +/– buttons at the same time.

The LCD display will show the standard setting and the reference sinusoidal sound will play with the standard pitch (C = C).
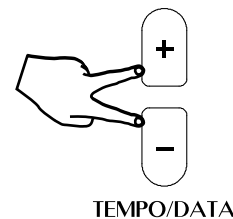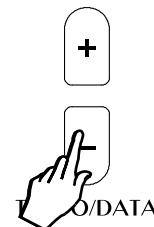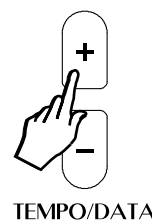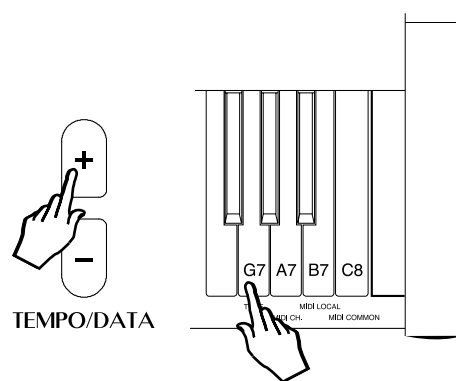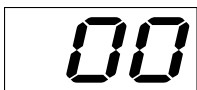
MIDI Channel

pRP7 is able to transmit MIDI messages on up to three channels at the same time, depending on the type of Preset recalled (single, layer or split). In reception, **pRP7** can receive on all 16 MIDI channels.

The MIDI function allows you to modify the MIDI transmission channels of the **pRP7**, used by the **pRP7** to communicate with other MIDI devices through a MIDI cable.

The Midi Channel function does not play a reference note during the setting operation.

1.   Press and hold the MIDI Channel function key (A7) and press the TEMPO/ DATA + button to increase the transmission channel by one unit.

The LCD display will show the new channel setting corresponding to the main sound.
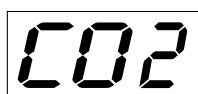
The MIDI channels of the Layer and Split sections will increase by one unit automatically. For example, when the display shows the Channel 2 setting, the Layer and Split sections will correspond to channels 4 and 3 respectively.

Each time you press the TEMPO/DATA + button, the MIDI channel setting for the main sound increases by one unit.

2.   Press and hold the MIDI Channel function key (A7) and press the TEMPO/ DATA – button to decrease the channel setting by one unit.

The LCD display will show the new channel setting correspond to the main sound. If you started with the setting made in point 2 above, the display will show channel 1 for the main sound.
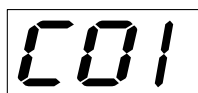
As a result of this setting, the MIDI channel of the Layer and Split sections will be respectively set to channels 3 and 2.

Each time you press the TEMPO/DATA – button, the MIDI channel setting decreases by one unit.

Resetting to the default MIDI channel configuration

3.   Hold down the MIDI Ch. function key (A7) and press both the TEMPO/ DATA + and – buttons at the same time.

The display will show the default setting (Channel 1).

Release the MIDI channel function key to escape the function and return to normal playing.

The setting remains memorized even after turning the instrument off.
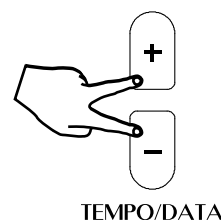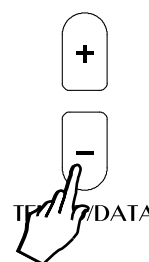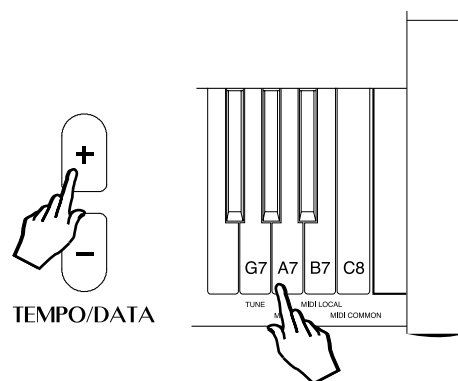
Midi Local

If you are using your **pRP7** via MIDI as a controlling device connected to an external sound generator (expander, keyboard, etc.), when you play, you will hear the expander's sounds together with the **pRP7** Sounds. If you prefer to listen to the expander's sounds alone, you can choose to exclude the **pRP7** sounds by setting the MIDI Local function to OFF.

Setting this function to OFF disconnects the keyboard from the internal generator and transmits keyboard data via the **pRP7** MIDI OUT only.

The Midi Local function does not play a reference note during the setting operation.

1.   Press and hold the MIDI Local function key (B7) and press the TEMPO/ DATA – button once.

The display will show the Local Off setting for a short period.

Play a note anywhere along the keyboard. You will not hear any sound, because the MIDI LOCAL OFF setting disconnects the keyboard from the internal sound engine. This setting will allow you to play your external expander's sounds via MIDI without hearing the **pRP7** sounds.

2.   To return to MIDI LOCAL ON, press and hold the MIDI Local function key, (B7) and press the TEMPO/DATA + button.

The display will show the Local On setting for a short period.

Play any note and you will hear that the connection with the internal generator will be restored.
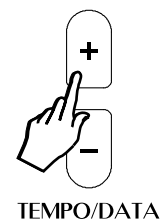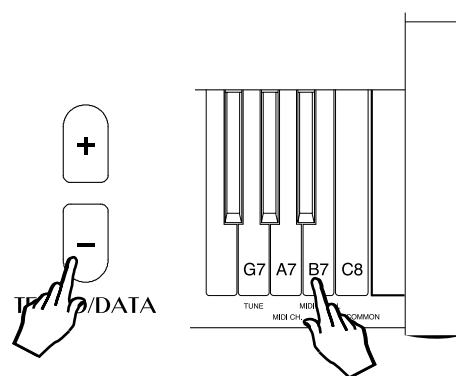
Midi Common channel

The Common channel is a special channel that allows you to control other MIDI devices that have automatic arrangements.

The Midi Common function does not play a reference note during the setting operation.

1   Press and hold the MIDI Common function key (C8) and press the TEMPO/ DATA + button to set the Common channel to ON.

   The display will show the Common ON setting for a short period.

   on

   When on, the Common Channel is set to the value of 16 (fixed).

2.   To deactivate the COMMON channel, press and hold the MIDI Channel function key (C8) and press the TEMPO/DATA – button.

   The display will show the Common Off setting for a short period.

   oFF
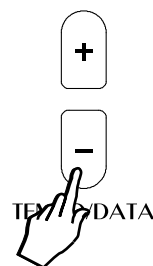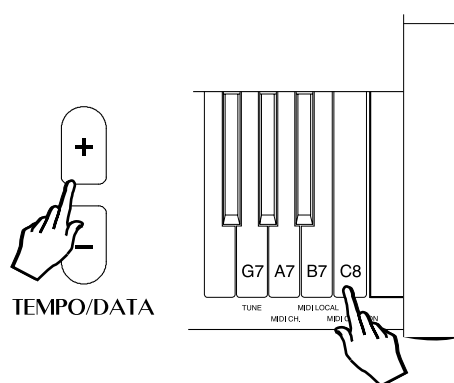
About MIDI

MIDI, the abbreviation for "Musical Instrument Digital Interface", is a world standard interface that allows MIDI compatible instruments and other equipment to communicate with each other, in order to exchange data and control one another. MIDI is now a very common feature and a great deal of literature is available explaining all the standards implemented by MIDI. You are recommended to consult other specialized literature if you wish to know more about the standards implemented and how to apply them. This section limits itself to give some examples regarding the simplest forms of MIDI applications for your **pRP7**.

The MIDI ports

The **pRP7** is fitted with two MIDI ports: MIDI IN and MIDI OUT.

The MIDI IN port receives MIDI data from an external MIDI device which can be used to control the **pRP7**.

The MIDI OUT port transmits MIDI data generated by the **pRP7** (for example, note or velocity data generated by playing the keyboard).
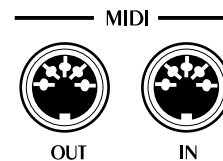
MIDI channels

The "MIDI channels" used in the MIDI communication system is similar to television broadcasting. Each channel can receive a different stream of data with respect to the others. Exactly as occurs in television broadcasts, in order to exchange data, the receiving and transmitting devices must be tuned correctly. In other words, the MIDI controlling device and the MIDI receiving device must both be set to the same MIDI channel, selected from 16 possible channels.

Multiple channel instruments, called multi-timbral units, can receive and transmit across several different MIDI channels at the same time, but each part must correspond to the same MIDI channel between the two communicating units. **pRP7** is able to transmit on up to three MIDI channels. In reception, **pRP7** can be used as a multi-timbral unit, because it can receive MIDI on 16 channels.

Midi Common

If you set **pRP7** to receive MIDI messages on the Common channel, all program change messages received by **pRP7** are interpreted as Preset Change messages, allowing you to play the 48 Presets from the external keyboard which emulates the **pRP7** internal keyboard. Simply set the external controlling device to transmit MIDI messages on the same channel as the **pRP7** Common channel (16).

The pRP7 MIDI Sounds and Banks

Via MIDI, your **pRP7** offers some interesting features which cannot be achieved using the instrument on its own. On its own, the maximum number of Presets you can select on **pRP7** are those listed on page 6, a total of 48, some of which recall single sounds, some two layered sounds across the keyboard and others two or three sounds on a split keyboard.

When you use **pRP7** as a slave device, a MIDI controller keyboard can play the **pRP7** internal Midi sounds which are organized in four banks,

the first three housing 128 sounds organized in "family" groups, and the fourth containing 60 sounds. The bank 1 sounds correspond to the industry standard General MIDI sound library, while banks 2 and 3 contain sounds taken from Generalmusic's own extensive sound library. Bank 4 contains an additional 60 Sounds, but not organized in "family" Groups like those in banks 1, 2 & 3. Banks 2 and 3 also contain a Percussive family where you'll find a selection of 16 Drumkits. Another drumkit is also in Bank 4.

These sounds and sound banks can only be selected via MIDI, not from the **pRP7** control panel. To select these sounds via MIDI, you would have to send a Midi message to the **pRP7** consisting of two parts: ControlChange/Bank Select (CC00-BankSelect) followed by a Program Change (PC). Refer to the Midi sound tables in the Appendix for information regarding the Banks and Program Change numbers of all the sounds and Drumkits.

MIDI messages transmitted and received by pRP7

pRP7 transmits and receives the following type of MIDI information.

Note and Velocity data: This is information pertaining to the note played and relative velocity value. The receiving device recognizes the note because it is defined by the "MIDI note number", and the velocity value is defined by the "MIDI velocity value". Whenever a key on the **pRP7** is pressed, the note and velocity information is transmitted from the instrument's MIDI OUT port to the receiving device. Conversely, **pRP7** will play the corresponding notes whenever note and velocity data is received at the instrument's MIDI IN port.

Program Change numbers: This type of information relates to data which identifies the **pRP7** Preset. **pRP7** transmits MIDI Program Change numbers from 0 - 47, corresponding to the 48 Presets that can be selected from the panel. Whenever you select a Preset, the corresponding MIDI Program Change numbers are transmitted to the receiving device, causing the correspondingly numbered voices to be selected in the external MIDI unit, set to receive on the same MIDI channels as the **pRP7**.

Conversely, whenever **pRP7** receives Program Change number data (for 0-47) from an external MIDI device, the correspondingly numbered **pRP7** Preset will be automatically selected, but only if received on the Common channel, otherwise, the internal Midi Sounds will be selected.

Control Change messages: The Soft and Damper pedals of the **pRP7** generate Control Change data which is transmitted from the instrument's MIDI Out port whenever the pedals are operated. The internal tone generator of the receiving device will respond to the pedal solicitations in the same way as the **pRP7** Sound engine. Whenever the same type of Control Change data is received by **pRP7**, it will respond appropriately.

MIDI Applications

The following explains how your **pRP7** can be used in the most common MIDI setups suited to this instrument:

a) as a MIDI controlling device (Master);

b) as a tone generator (in other words, a Slave);

c) for MIDI sequence recording.

As a MIDI controlling device

pRP7, like most MIDI instruments, transmits note and velocity information (touch response) via the MIDI OUT port whenever notes are played on the keyboard.

If the MIDI OUT port is connected to the MIDI IN port of another MIDI keyboard (synthesizer, etc.) or a tone generator (more commonly called an "expander", but essentially any device with an internal sound engine), the external unit will respond precisely to the notes played on the transmitting keyboard.

The result is that such a setup allows you to play two instruments at the same time, using **pRP7** as the controlling device (Master) and the other as the device being controlled (Slave).

Quite simply, every time you select a Preset, you will send Program change messages to the external device who will respond by playing a second sound.
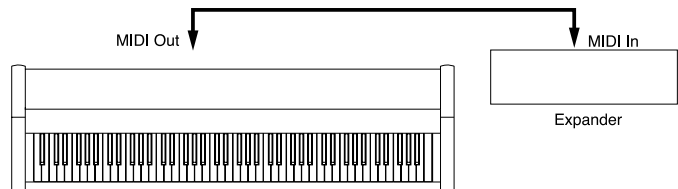
As a Slave device

As well as transmitting MIDI information, **pRP7** recognizes the same type of data if received at the MIDI IN port from an external controlling device. In this case, the MIDI IN port of the **pRP7** is connected to the MIDI OUT port of the external controlling unit. This, therefore, allows **pRP7** to be controlled in exactly the same manner as described above, only this time, the **pRP7** behaves as the slave and the external device the controller.
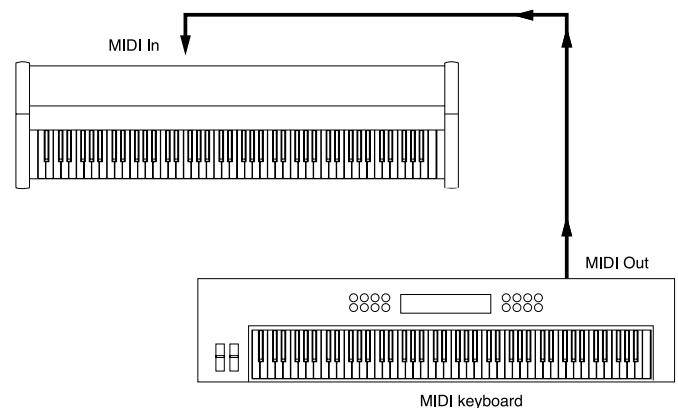
Midi Sequencer recording

The type of data transfer described above can be exploited very efficiently for MIDI sequence recording. For this connection, shown in the diagram, the **pRP7** MIDI OUT is connected to the Sequencer MIDI IN, and the Sequencer MIDI OUT is connected to the **pRP7** MIDI IN. This connection is more commonly know as a "MIDI Loop".

Any instrument with a sequencer, or a Computer running sequencer software, can be used to capture (record) the MIDI data transmitted by the **pRP7**.

When the recorded data is played back, the **pRP7** reproduces the recorded sequence in exactly the same manner as it was recorded.
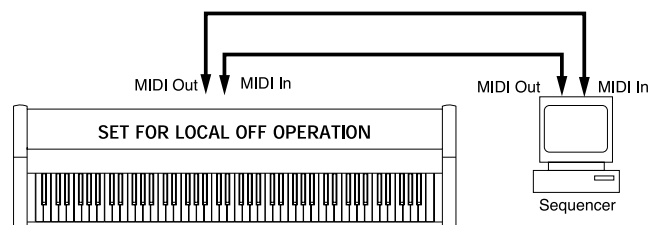
Recording Studio

The **pRP7** features a simple but powerful sequencer which allows you to accurately record your playing or create simple songs. This section takes a closer look at the controls and related functions.

The Recording Studio, located on the extreme right of the control panel, consists of four buttons: **Play\Stop**, **Rec**, **Click** and **Song Library**.

Play/Stop :   Starts and stops either playback or recording.

Rec (Record) **:**   Activates "Record pending" mode.

Click :   Activate/deactivates the Metronome (click).

Song Library :   Gains access to the internal library of Songs which you can select with the Tempo/Data +/– buttons after activating the Song Library button.

Recording a song

The **pRP7** sequencer (Recording Studio) allows you to record a simple song just as you play it.

1.   Select the Preset that you want to record.

For example, select an ORGAN PRESET by pressing the ORGAN button and using the SOUND VARIATIONS buttons to select the required Preset.

2.   Press the REC button.

The LED of the REC button turns on as well as the CLICK LED (metronome).

3.   If you want to change the recording speed, use the TEMPO/DATA buttons.

Using the TEMPO/DATA +/– buttons to the right of the display, you can change the Tempo setting (the recording and playback speed).

4.   Press the PLAY/STOP button to start the recording.

The LED on the PLAY/STOP button starts to flash and the metronome (Click) starts a one measure countdown into the recording.

If you prefer to play without the metronome, simply press the CLICK button to deactivate it (LED off).

5.   Start to play after the one measure countdown.

Play as you would normally play. The sequencer will record everything that you play, just as you play it.
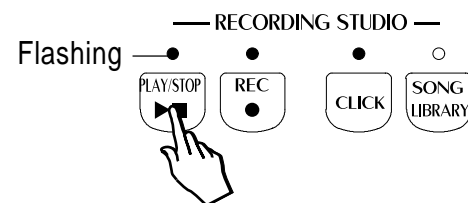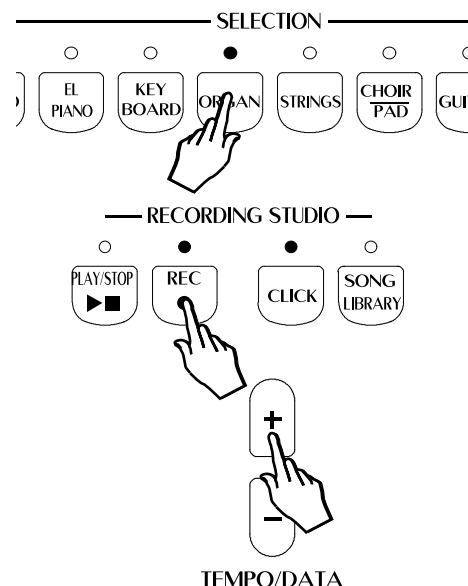
6. When you have finished playing, press PLAY/STOP.

    The LEDS of all the active buttons in the RECORDING STUDIO turn off.
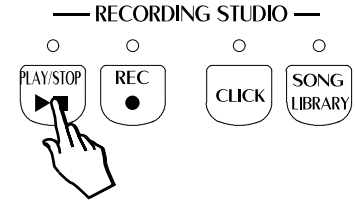
Playback

7. To playback your recording, press PLAY/STOP.

    The sequencer will play your recorded song. The LED on the PLAY/STOP button will flash during the playback.

    During the playback, you can select a different Preset and play along with your recording.

    Press PLAY/STOP to stop the recording at any point.
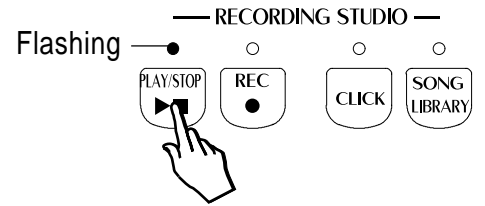
Recording a new song

To record a new song, simply repeat the procedure as already explained. The old song will be completely erased by the new the instant you start the new recording. Therefore, if you accidentaly press the RECORD button then escape, the song currently in memory will not be erased.

Click (metronome)

This button allows you to activate/deactivate the Metronome at will.

Song Library

pRP7 contains a large library of well known compositions taken from the vast repertoire of classical and traditional music.

The songs contained in the Song Library have been recorded with the scope of being used as study pieces; they contain little or no expression. These pieces are ideal for the student who can listen to and follow each composition, slowing down the tempo, muting tracks and activating the metronome.

Select a sequence from the Song Library

1. Press the Song Library button to access the main Song Library display.

   The LED of the button turns on and the LCD display shows the current library number, L01 in this case:

   L01
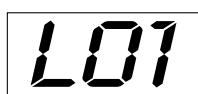
2. With the Tempo/Data +/– buttons you can scroll through the Songs, up to L96.

   For example, hold down the TEMPO/DATA + button and scroll to Song number 34.

   L34
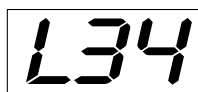
   N.B. You can "jump" 10 songs at a time by pressing both Tempo/Data +/– buttons at the same time.

   For a complete list of the pieces contained in the Sound Library, refer to the Appendix.

3. Press the PLAY/STOP button to start the selected SONG.

   Playback begins instantly.

   If you want to listen to the playback with the metronome, simply press the CLICK button to turn it on (LED on).

   During playback, you can play along with the song with any Preset.

4. To stop the playback, press the PLAY/STOP button.

   The LED of the SONG LIBRARY remains on to allow you to make another selection with the TEMPO/DATA +/– buttons.

5. To escape the SONG LIBRARY, press the SONG LIBRARY button.

   The LED turns off and the instrument returns to the last selected PRESET.
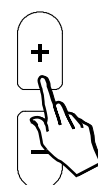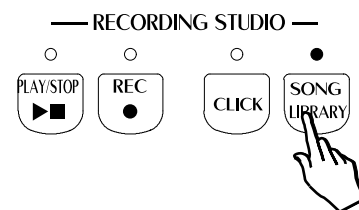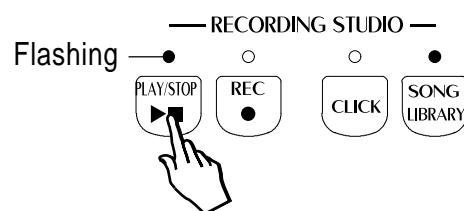
Flashing
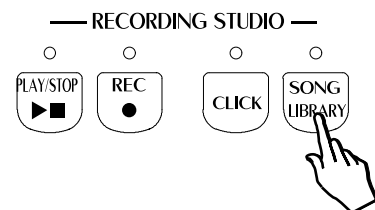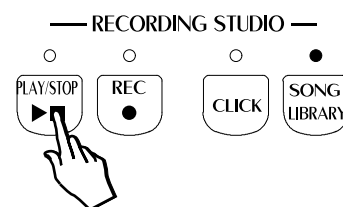
Panel Reset

pRP7 offers a Panel Reset function which allows you to restore the factory settings without turning the instrument off. For example, should you have changed several aspects of the instrument (a new Midi channel setting, a change of the tuning, a different Touch setting, etc.) and wish to return to the factory settings in a single step, here's how to do it:

• Hold down the GRAND PÎANO button and press both the SOUND VARIA-TIONS +/− buttons at the same time.

  All the user-programmed settings will be cancelled and the factory settings will be restored.
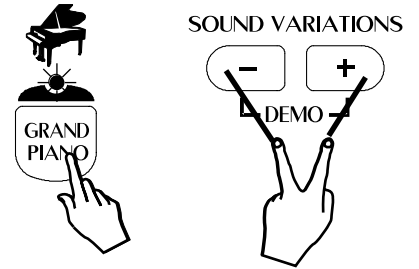
Technical specifications pRP7

Keyboard	88 keys, Hammer action
Cabinet	Portable unit
Display	3-digit, LCD
Sounds	444 Sounds (MIDI addressable) 48 Presets - Single, Layer and Split, Grand Piano Preset, 22 Reverbs and 22 Effects (Delay/Modulations) memorized to the Presets
Polyphony	32 notes maximum
Controls	Volume, Sound Variation/Demo, Transpose +/–, Sound Selection, Split, Layer, Reverb, Effect, Touch, Balance, Tempo/Data +/–, Pitch/ Modulation Joystick
Recording Studio	8 demo songs, 8.000 event capacity, Play/Stop, Record, Click, Song Library (96 Songs)
Pedals	Soft, Damper
Connections	Stereo In, Stereo Out, Phones, Pedals, Midi In, Midi Out, 12 V. D.C.

Technology

The **pRP7** features a unique application of sound design technology patented by Generalmusic as "Damper Physical Model".

Damper Physical Model

The damper pedal accurately simulates the effect of the dampers being moved closer to or further away from the strings of the piano. Because of this, effects such as partial or half damping can be achieved. The dampers can even be slowly "squeezed" back against the strings. When the damper pedal (optional) is depressed, the damper physical model will simulate the effect of sympathetic resonances being produced by the un-damped strings. Even if you are using a standard switch type pedal, you can hear the effect of the Damper Physical Model by comparing the sounds of notes played in the highest octave of the instrument with and without the damper pedal depressed.

Note: The Damper Physical Model is applied to the Grand Piano sound only.

Index

pRP7

RealPiano
D I G I T A L

Appendix

GEM
by GENERALMUSIC

pRP7 MIDI Sound table (GM-GMX)

Midi	Bk 1 (Rom)	Bk 2 (Rom)	Bk 3 (Rom)
PIANO group			
00	Piano1	PianoMk1	PickPiano^2
01	Piano2	PianoW2	Pianoctave^2
02	Piano3	E.G.Piano1^2	E.G.Piano2^2
03	HonkyTonk^2	DetPiano^2	Western^2
04	E.Piano1*	ThinRhodx^2	E.Piano4
05	E.Piano2*	E.Piano3^2	E.Piano5
06	Harpsichor	Harpsich2^2	Harpsich3
07	Clavinet	SynClav	WowClav
CHROMATIC group			
08	Celesta^2	CelestaPlk^2	ToyPiano^2
09	Glockenspl	GlockVibes^2	GlockChoir^2
10	MusicBox	WineGls1^2	MusicBell
11	Vibraphone	Vibes2	SynVibes
12	Marimba	Marimba2^2	Mallet
13	Xylophone	Xylophone2	XyloTribal^2
14	TubularBel	SoftBell^2	Oohlalaa
15	Santur	BarChimes	Climbing^2
ORGAN group			
16	Organ1 ^{2}	16'1'Draw^2	Organ1WX^2
17	Organ2	16'8'5'Drw	JazzOrgan3^2
18	Organ3	SwOrgan*	SynOrg1^2
19	ChurchOrg1^2	Church2^2	Organ3WX^2
20	ReedOrgan	PipeOrgan^2	Organ4^2
21	Musette^2	Accord1	Accord2^2
22	Harmonica	Blusette	WestHarmon
23	Bandoneon	Cassotto	OrganLfo^2
GUITAR group			
24	NylonGtr	SoloGtr	VocalGtr^2
25	SteelGtr	12StrGtr^2	SteelGtr1
26	JazzGtr1	OctJzGtr^2	Hawaiian
27	CleanGtr	ElGuitar1	ChorusGtr^2
28	MutedGtr	Muted2	Dyn.Muted*
29	Overdrive	WhaGtr1	5thOverdr^2
30	DistGtr	FuzzGtr	HeavyGt^2
31	HarmonxGtr	SlowHarmx^2	HarmGtr3^2
BASS group			
32	AcoustcBs1	AcoustcBs2	AcousticBs3
33	FingeredBs	Dyn.Fingrd*	Dyn.Bass1*
34	PickBass	Dyn.Bass2*	PckBass2^2
35	Fretless	AcidBass1	Flanged
36	SlapBass1	Dyn.Bass3*	SlapSynBs^2
37	SlapBass2	WXBass^2	StopBass
38	SynBass1	SynBass3	TecknoBass^2
39	SynBass2	SynBass4	RaveBass2
STRINGS group			
40	Violin	SlowViolin	ViolinOrch^2
41	Viola	BowedViola	ViolaPad^2
42	Cello	SlowCello	CelloEns^2
43	Contrabass	BowedBass	Staccato
44	TremoloStr	OctTremolo^2	Plectra
45	Pizzicato	OctPizz^2	EchoPizz
46	Harp	HarpDelay^2	Spacehar^2
47	Timpani	TimpaniEFX^2	Dyn.Orch I'I*
ENSEMBLE group			
48	Strings	StereoStrg^2	StrgGlock^2
49	SlwStrings	StrgOrch^2	St.SlwStrg
50	SynStrg1	SynStrg3^2	SynStrg5^2
51	SynStrg2	SynStrg4^2	Strings3
52	Choir	VoiceUuh^2	SlowUuh
53	VoxOoh	VoiceAah^2	SlowAah^2
54	SynVox	SkatVoices*	Vocoder^2
55	OrchHits^2	Rave^2	Dyn.St.Hit

Midi	Bk 1 (Rom)	Bk 2 (Rom)	Bk 3 (Rom)
BRASS group			
56	Trumpet	FlugelAttk	FlugelHorn
57	Trombone	Trombone3	WowTromb2
58	Tuba	ShortTuba	WowTuba
59	MutedTrp1	MutedTrp2	Dyn.MtTrp*
60	FrenchHorn	Dyn.FrHorn*	TotoHorns^2
61	Brass	Brass2^2	BrassRips
62	SynBrass1^2	SynBras2^2	SyntHorn^2
63	SynBrass2^2	SlowHorn^2	AttkHorn^2
REED group			
64	Soprano	Soprano2	SoprFilter
65	SoftSax	SaxNoise^2	SoftFilt
66	TenorSax	OctaveSax^2	TenFilter
67	BaritonSax	BaritDet^2	BariFilter
68	Oboe	OboeChiff^2	OboeFilter
69	EnglisHorn^2	EngHorn2^2	HornFilter
70	Bassoon	Bassoon2	BassoonFlt
71	Clarinet	ClarSolo	ClarFilter
PIPE group			
72	Piccolo	HardFlute1^2	HardFlt2^2
73	Flute	Dyn.Flute1*	DynHiFlute^2
74	Recorder^2	HardFlute2^2	Bubbler
75	PanFlute	PanFlute2	Dyn.Pan
76	BottleBlow	BottleNois	Tube
77	Shakuhachi	Shakupad^2	ShakuVoice^2
78	Whistle	Whistle1WX	Whistle3WX^2
79	Ocarina	OcarinaPan^2	OcarinaSyn^2
SYN LEAD group			
80	SquareWave^2	Pulse1^2	Pulse2^2
81	SawWave	ObxFilter^2	Lyle^2
82	SynCalliop^2	Azimut^2	SynLead1^2
83	ChiffLead^2	Chopper^2	Digital^2
84	Charang	Jump^2	SoundTrk^2
85	SoloVox	FiltRes1^2	FiltRes2^2
86	5thSawWave^2	Decay1^2	Decay2^2
87	BassLead	Obx2^2	Obx3^2
SYN PAD group			
88	Fantasia^2	NewAge^2	PPG^2
89	WarmPad	Obx1^2	AnlgPad^2
90	Polysynth^2	Fantasy2^2	Fantasy3^2
91	SpaceVoice	VocBells^2	Angels^2
92	BowedGlass^2	Prophet1^2	Prophet2^2
93	MetalPad^2	Bright2^2	Analogic^2
94	HaloPad^2	Slave^2	Atmosphere^2
95	SweepPad	Machiner^2	Decay3^2
SYN SFX group			
96	IceRain^2	Noiseres	BigRoom
97	Soundtrack^2	MoonWind^2	Slope^2
98	Crystal	Wind^2	SynLead2^2
99	Atmosphere^2	Arp26000	GlockAthm^2
100	Brightness	WithGas^2	PopUp^2
101	Goblin	Resonance^2	NoGravity^2
102	EchoDrops	Synthex1^2	Synthex2^2
103	StarTheme^2	StarTheme2^2	PowerBad^2
ETHNIC group			
104	Sitar	SitarDet^2	SynSitar^2
105	Banjo	BanjoOct^2	EthnicGtr^2
106	Shamisen	ShamSitar^2	SynSham
107	Koto	Kanoun^2	TrpClarin
108	Kalimba	ShrtKalimb	SaxTrumpt
109	Bagpipe	BagpipeEns^2	BrassEns^2
110	Fiddle	Hukin	FiddleBell^2
111	Shanai	BacktoWS^2	VoiceSpect

pRP7 Presets

Midi	Bk 1 (Rom)	Bk 2 (Rom)	Bk 3 (Rom)
PERCUSSIVE group			
112	TinkleBell[2]	Dk_Stand.1[D]	Dk_Stand.2[D]
113	Agogo	Dk_Room[D]	Dk_WS[D]
114	SteelDrums[2]	Dk_Power[D]	Dk_Std.1WX[D]
115	Woodblock	Dk_Elect.[D]	Dk_Dance[D]
116	Taiko	Dk_House[D]	Dk_Techno[D]
117	Melo.Tom1	Dk_Jazz1[D]	Dk_Jazz2[D]
118	SynthDrum	Dk_Brush[D]	Dk_M1[D]
119	ReverseCym	Dk_Orch[D]	Dk_SY77[D]
SFX group			
120	GtFretNois	Gtr.WhaWha	GtrNoise
121	BreathNois	Zapp	KeyClick
122	Seashore[2]	TickTack	Drop
123	Bird	Scratch1	Water
124	Telephone1	Telephone2	Door
125	Helicopter[2]	SynPerc3[2]	Clackson[2]
126	Applause	HeartBeat	PickScrape
127	GunShot	Explosion[2]	Bomb

ROM Bk 4 (MIDI)	
00	DetuneEP1 [2]
01	DetuneEP2 [2]
02	CpHarpsy [2]
03	ChurcBel [2]
04	DetnOrg1 [2]
05	DetnOrg2 [2]
06	ChurOrg2 [2]
07	ItAccord
08	Ukulele
09	12StGuit [2]
10	Mandolin
11	HawGuitr
12	ChoGuitr [2]
13	FnkGuitr
14	FbkGuitr
15	GuitarFb
16	S.Bass3
17	S.Bass4 [2]
18	Orchestr [2]
19	S.Strng3 [2]
20	BrassTr2 [2]
21	S.Brass3 [2]
22	S.Brass4 [2]
23	TaisKoto [2]
24	Castanet
25	ConcerBd
26	MeloTom2
27	808_Tom
28	GtCutNse
29	StrnSlap
30	Rain [2]
31	Thunder
32	Wind
33	Stream
34	Bubble [2]
35	Dog
36	Horse
37	Telephon
38	DoorCrak
39	Door
40	Scratch
41	WdChimes
42	CarEngin
43	Car Stop [2]
44	Car Pass [2]
45	CarCrash
46	Siren
47	Train
48	Jetplane [2]
49	Starship [2]
50	BurstNse [2]
51	Laughing [2]
52	Screamin [2]
53	Punch
54	Heart Bt
55	FootStep
56	MachiGun
57	LaserGun [2]
58	Explosin [2]
112	DrumSFX

PRESET   PRP7
• GROUP PIANO
1- GRANDPIANO
2- ELECT.GRAND
3- UPRIGHTPIANO
4- HONKY TONKY
5- STRING PIANO
6- JAZZ PIANO
• GROUP EL.PIANO
7- RHODEX 1
8- WURLIE
9- RHODEX 2
10- FM PIANO
11- RHODEX PAD
12- RHODEX BASS
• GROUP KEYBOARD
13- HARPSICHORD
14- CLAVINET
15- CELESTA
16- GRAND HARP
17- MIXED CELESTA
18- SPLIT HARP
• GROUP ORGAN
19- JAZZ ORGAN
20- JAZZ ORGAN 2
21- THEATRE ORGAN
22- PIPE ORGAN
23- DRAWBARS
24- ORGAN COMBO 1
• GROUP STRING
25- STRING1
26- MELLOW STRING
27- SLOW STRING
28- OCTAVE STRING
29- STRINGBELL 1
30- CONCERTO
• GROUP CHOIR/PAD
31- CHOIR 1
32- SLOW CHOIR
33- ATTACK PAD
34- TAP PAD
35- MIXPAD 2
36- RAIN PAD
• GROUP GUITAR
37- NYLON GUITAR
38- STEEL GUITAR
39- JAZZ GUITAR
40- STRATO GUITAR
41- HARPTAR
42- WES COMBO
• GROUP VIBES
43- VIBES 1
44- VIBES 2
45- VIBES 3
46- MARIMBA
47- VIBES PIANO
48- VIBES COMBO 2

Sounds without a suffix	=	Single
Sounds with suffix [2]	=	Layer
Sounds with suffix ˇ	=	Switch
Sounds with suffix [D]	=	Drumkit

. . . .

pRP7 Song Library

	Composer-Autore	Song Title-Titolo del brano
1	W.A. MOZART	Sonata N.1 Allegro
2	W.A. MOZART	Sonata N.16 Allegro
3	W.A. MOZART	Sonata N.5 Allegro
4	W.A. MOZART	Sonata N.1 Allegro 3
5	W.A. MOZART	Rondò alla Turca
6	W.A. MOZART	Sonata N.11 Andante
7	W.A. MOZART	Sonata N.1 Andante
8	W.A. MOZART	Sonata N.16 Andante
9	W.A. MOZART	Sonata N.5 Andante
10	CESI MARCIANO	Studio N.1
11	CESI MARCIANO	Studio N.2
12	CESI MARCIANO	Studio N.3
13	CESI MARCIANO	Studio N.4
14	CESI MARCIANO	Studio N.5
15	CESI MARCIANO	Studio N.6
16	CESI MARCIANO	Studio N.7
17	CESI MARCIANO	Studio N.8
18	CESI MARCIANO	Studio N.9
19	CESI MARCIANO	Studio N.10
20	CESI MARCIANO	Studio N.11
21	CESI MARCIANO	Studio N.12
22	CESI MARCIANO	Studio N.13
23	CESI MARCIANO	Studio N.14
24	CESI MARCIANO	Studio N.15
25	CESI MARCIANO	Studio N.16
26	CESI MARCIANO	Studio N.17
27	CESI MARCIANO	Studio N.18
28	CESI MARCIANO	Studio N.19
29	CESI MARCIANO	Studio N.20
30	CESI MARCIANO	Studio N.21
31	CESI MARCIANO	Studio N.22
32	CESI MARCIANO	Studio N.23
33	CESI MARCIANO	Studio N.24
34	CESI MARCIANO	Studio N.25
35	CESI MARCIANO	Studio N.26
36	J.S. BACH	Invenzione a Due Voci N.1
37	J.S. BACH	Invenzione a Due Voci N.2
38	J.S. BACH	Invenzione a Due Voci N.3
39	J.S. BACH	Invenzione a Due Voci N.4
40	J.S. BACH	Invenzione a Due Voci N.5
41	J.S. BACH	Invenzione a Due Voci N.6
42	J.S. BACH	Invenzione a Due Voci N.7
43	J.S. BACH	Invenzione a Due Voci N.8
44	J.S. BACH	Invenzione a Due Voci N.9
45	J.S. BACH	Invenzione a Due Voci N.10
46	J.S. BACH	Invenzione a Due Voci N.11
47	J.S. BACH	Invenzione a Due Voci N.12
48	J.S. BACH	Invenzione a Due Voci N.13

	Composer-Autore	Song Title-Titolo del brano
49	J.S. BACH	Invenzione a Due Voci N.14
50	J.S. BACH	Invenzione a Due Voci N.15
51	J.S. BACH	Invenzione a Due Voci N.16
52	J.S. BACH	Minuetto
53	L.VAN BEETHOVEN	Sonata "Al chiaro di Luna"
54	KUHLAU	Sonatina
55	L.VAN BEETHOVEN	Romanza
56	L.VAN BEETHOVEN	"Per Elisa"
57	W.A. MOZART	Sonata N.11 Minuetto
58	MENDELLSOHN	Rondò Capriccioso
59	W.A. MOZART	Sonata N.16 Rondò
60	W.A. MOZART	Sonata N.5 Presto
61	SCARLATTI	Sonata in Si min.
62	SCARLATTI	Sonata in Mi magg.
63	SCARLATTI	Sonata in Re min.
64	SCARLATTI	Sonata in Sol magg.
65	BOCCHERINI	Minuetto
66	P.D. PARADISI	Toccata
67	F. CHOPIN	Preludio in Mi min.
68	F. CHOPIN	Etude N.12
69	F. CHOPIN	Etude N.4
70	F. CHOPIN	Etude N.5
71	CIAJKOWSKI	Danza della Fata
72	DELIBES	Valzer Coppelia
73	E. SATIE	Gymnopedie N.1
74	E. SATIE	Gymnopedie N.2
75	E. SATIE	Gymnopedie N.3
76	C.DEBUSSY	Le Vent Ans
77	MUSSKORSKY	Promenade
78	BIZET	Habanera
79	VERDI	Marcia Trionfale
80	BIZET	Ouverture
81	TRADITIONAL	Silent Night
82	TRADITIONAL	Rock-a-bye Baby
83	TRADITIONAL	God Rest Ye Merry Gentlemen
84	SCOTT JOPLIN	The Entertainer
85	TRADITIONAL	Mu Old Ky Home
86	TRADITIONAL	Nearer My God
87	TRADITIONAL	Power in the Bld.
88	TRADITIONAL	When the Saints
89	TRADITIONAL	Brahms Lullaby
90	SCOTT JOPLIN	Maple Leaf Rag
91	TRADITIONAL	Oh Holy Night
92	TRADITIONAL	Blessed Assurance
93	TRADITIONAL	Oh Canada
94	TRADITIONAL	Amazing Grace
95	TRADITIONAL	America
96	TRADITIONAL	Twinkle Twinkle

DRUMKIT TABLES

Note	DK_STAND1 113-2	DK_ROOM 114-2	DK_POWER 115-2	DK_ELECT. 116-2	DK_HOUSE 117-2	DK_JAZZ 118-2	DK_SFX 112-4 (Bk6 via MIDI)
25	ROLLSNARE	<	<	<	<	<	
26	FINGERSNAP	<	<	<	<	<	
27	ZAPP	<	<	<	<	<	
28	GunShot	<	<	<	<	<	
29	SCRATCH2	<	<	<	<	<	
30	SCRATCH1	<	<	<	<	<	
31	STICK	<	<	<	<	<	
32	SQCLICK	<	<	<	<	<	
33	HOUSERIM	<	<	<	<	<	
34	MUTBELL	<	<	<	<	<	
35	BDSTD2	BDROOM1	BDELECT1	BDELECT1	BDHOUSE2	<	
36 (C2)	BDSTD1	BDROOM1	BDROOM1	BDELECT1	BDHOUSE	BDJAZZ	
37	RIMSHOT1	<	<	<	HOUSERIM	<	
38	SDSTD1	SDROOM1	SDROOM2	SDELECT	<	SDJAZZ3	
39	HOUSECLAP	<	<	<	<	<	HIGH Q
40	SDSTD4	SDROOM2	SDSTD3	SDROOM1	HOUSESD2	SDSTD3	SLAP
41	TOMLOW	TOMROOM	<	TOMELEC	HOUSETCON	TOMJAZZ	SCRATCH PUSH
42	HHCLO1S	HHTGHT1	HHTGHT1	<	HOUSEHH	HHTGHT1	SCRATCH PULL
43	TOMLOW	TOMROOM	<	TOMELEC	HOUSETCON	TOMJAZZ	STICKS
44	HHPEDAL	<	<	<	HOUSEHH	<	SQUARE CLICK
45	TOMLOW	TOMROOM	<	TOMELEC	HOUSETCON	TOMJAZZ	METRO CLICK
46	HHOPEN2	<	<	HHOPEN1	HOUSERIDE	HHOPEN1	METRO BELL
47	TOMLOW	TOMROOM	<	TOMELEC	HOUSETCON	TOMJAZZ	GUIT FRET N
48 (C3)	TOMHIGH	TOMROOM	<	TOMELEC	HOUSETCON	TOMJAZZ	GUIT CUT N UP
49	CRASH	<	<	<	HOUSERIDE	<	GUIT CUT N DW
50	TOMHIGH	TOMROOM	<	TOMELEC	HOUSETCON	TOMJAZZ	STRING SLAP
51	RIDECYM	<	<	<	<	<	FL.KEY CLICK
52	CHINA	<	<	ReverseCym	<	<	LAUGHING
53	RIDECUP	<	<	<	<	<	SCREAMIN
54	TAMBSLP	<	<	<	<	<	PUNCH
55	SPLASH	<	<	<	<	<	HEART BT
56	COWBELL	<	<	<	HOUSECOWB	<	FOOTSTEP1
57	CRASH	<	<	<	<	<	FOOTSTEP2
58	VIBRASLAP	<	<	<	<	<	APPLAUSE
59	RIDECYM	<	<	<	<	<	DOOR CRAK
60 (C4)	CONGASLAP	<	<	<	<	<	DOOR
61	BONGOLOW	<	<	<	<	<	SCRATCH
62	CONGAHSLAP	<	<	<	HOUSETCON	<	WIND CHIMES
63	CONGAHIGH	<	<	<	HOUSETCON	<	CAR-ENGINE
64	CONGALOW	<	<	<	HOUSETCON	<	CAR-STOP
65	TIMBALES	<	<	<	<	<	CAR-PASS
66	TIMBLOW	<	<	<	<	<	CAR-CRASH
67	AGOGO	<	<	<	<	<	SIREN
68	AGOGO	<	<	<	<	<	TRAIN
69	CABASA	<	<	<	<	<	JETPLANE
70	MARACAS	<	<	<	VOXHHCL	<	HELICOPTER
71	WHISTLE	<	<	<	<	<	STARSHIP
72 (C5)	WHISTLE	<	<	<	<	<	GUN SHOT
73	GUIROSHORT	<	<	<	<	<	MACHINE GUN
74	GUIROLONG	<	<	<	<	<	LASER GUN
75	CLAVES	<	<	<	<	<	EXPLOSION
76	WOODBLOCK	<	<	<	<	<	DOG
77	WOODBLOCK	<	<	<	<	<	HORSE
78	QUICAHIGH	<	<	<	<	<	BIRDS
79	QUICALOW	<	<	<	<	<	RAIN
80	TRIANSHORT	<	<	<	<	<	THUNDER
81	TRIANLONG	<	<	<	<	<	WIND
82	SHAKER	<	<	<	<	<	SEASHORE
83	JINGLEBELL	<	<	<	<	<	STREAM
84 (C6)	WINDCHIMES	<	<	<	<	<	BUBBLE
85	CASTANETS	<	<	<	<	<	
86	MTSURDO	<	<	<	<	<	
87	OPSURDO	<	<	<	<	<	

"<" = as DK_STAND1 113-2

Drumkit tables

Note	DK_BRUSH 119-2	DK_ORCH. 120-2	DK_STAND.2 113-3	DK_WS 114-3	DK_STD.1WX 115-3	DK_DANCE 116-3
25	<	<	<		<	<
26	<	<	<		<	<
27	<	HHTGHT1	<		<	<
28	<	HHPEDAL	<		<	<
29	<	HHOPEN2	<		<	<
30	<	RIDECYM	<		<	<
31	<	<	<		<	<
32	<	<	<		<	<
33	<	<	<		<	<
34	<	<	<		<	<
35	<	<	<		<	<
C2 36	<	BDSTD3	BDSTD3		BDELECT1	BDELECT1
37	BDJAZZ	BDORCH	<	BDPOWER	BDROOM1	BDELECT1
38	<	<	<	SDELECT	<	<
39	BRUSHTAP	SDORCH	SDSTD4	SDROOM2	SDROOM2	SDELECT
40	BRUSHSLP	CASTANETS	<	SDSTD3	<	<
41	BRUSREV	SDORCH	SDSTD3	TOMHIGH	SDSTD3	SDROOM1
42	TOMBRUSH	TIMPANI	<	TOMHIGH	<	TOMELEC
43	HHTGHT1	TIMPANI	HHCLO2	CABASA	HHTGHT1	<
44	TOMBRUSH	TIMPANI	<	<	<	TOMELEC
45	<	TIMPANI	<	TAMBSLP	<	<
46	TOMBRUSH	TIMPANI	<	<	<	TOMELEC
47	<	TIMPANI	<	COWBELL	<	HHOPEN1
C3 48	TOMBRUSH	TIMPANI	<	RIMSHOT2	<	TOMELEC
49	TOMBRUSH	TIMPANI	<	BDJAZZ	<	TOMELEC
50	<	TIMPANI	<	BRUSRIG	<	<
51	TOMBRUSH	TIMPANI	<	DYNSDJAZZ	<	TOMELEC
52	<	TIMPANI	<	BRUSHTAP	<	<
53	<	TIMPANI	<	TOMJAZZ	<	ReverseCym
54	<	TIMPANI	<	TOMJAZZ	<	<
55	<	<	<	HHCLO1S	<	<
56	<	<	<	TOMJAZZ	<	<
57	<	<	<	HHPEDAL	<	<
58	<	<	<	WOODBLOCK	<	<
59	<	<	<	HHOPEN2	<	<
C4 60	<	CRASHORCH	<	HOUSCLAP	<	<
61	<	<	<	BDSTD1	<	<
62	<	<	<	RIDECYM	<	<
63	<	<	<	SDSTD1	<	<
64	<	<	<	RIDECUP	<	<
65	<	<	<	TOMROOM	<	<
66	<	<	<	TOMROOM	<	<
67	<	<	<	SPLASH	<	<
68	<	<	<	TOMROOM	<	<
69	<	<	<	CRASH	<	<
70	<	<	<	VIBRASLAP	<	<
71	<	<	<	CHINA	<	<
C5 72	<	<	<	FINGERSNAP	<	<
73	<	<	<	BONGOLOW	<	<
74	<	<	<	BONGOLOW	<	<
75	<	<	<	CONGASLAP	<	<
76	<	<	<	CONGAHIGH	<	<
77	<	<	<	CONGALOW	<	<
78	<	<	<	GUIROLONG	<	<
79	<	<	<	QUICALOW	<	<
80	<	<	<	TIMBALES	<	<
81	<	<	<	TIMBALES	<	<
82	<	<	<	AGOGO	<	<
83	<	<	<	TRIANLONG	<	<
C6 84	<	<	<	WHISTLE	<	<
85	<	<	<	BDHOUSE1	<	<
86	<	<	<	NOISEPERC	<	<
87	<	<	<	HOUSSD1	<	<
88	<	<	<	VOICES1	<	<
89		Applause		VOICES 3		
90				VOICES2		
91				VOXHHCL		
92				VOICES2		
93				VOXHHCL		
94				VOXTIP		
95				VOXTAP		
C7 96				CLAKSON		
97				DOLLYVOX		
98				TAMBSLP		
99				ROLLSNARE		
100				SDORCH		
101				HHCLO1S		
102				CLAVES		
103				CONGALOW		
104				QUICAHIGH		
105				AGOGO		
106				STICK		
107				STICK		
C8 108				STICK		
				STICK		

"<" = as DK_STAND1 113-2

Drumkit tables

Note		DK_TECHNO 117-3	DK_JAZZ2 118-3	DK_M1 119-3	DK_SY77. 120-3
25		<	<		
26		<	<		
27		<	<		
28		<	<		
29		<	<		
30		<	<		
31		<	<		
32		<	<		
33		<	<		
34		<	<		
35		<	<		
36	C2	BDTEKNO	<		
37		BDJAZZ	BDJAZZ	<	BDSTD2
38		HOUSERIM	RIMSHOT2	BDROOM1	BDROOM1
39		HOUSSD1	SDJAZZ3	BDELECT1	BDELECT1
40		<	<	BDHOUSE1	BDPOWER
41		HOUSESD2	DYNSDJAZZ	BDPOWER	TOMLOW
42		HOUSETCON	TOMJAZZ	SDSTD1	TOMLOW
43		HHCLO2	HHTGHT1	SDORCH	TOMHIGH
44		HOUSETCON	TOMJAZZ	SDSTD3	TOMHIGH
45		HHTGHT1	<	HOUSSD1	BDHOUSE1
46		HOUSETCON	TOMJAZZ	SDROOM2	BDSTD2
47		HOUSERIDE	HHOPEN1	RIMSHOT1	SDSTD1
48	C3	HOUSETCON	TOMJAZZ	SDROOM2	TOMROOM
49		HOUSETCON	TOMJAZZ	TOMLOW	TOMROOM
50		HHOPEN2	<	TOMROOM	SDSTD3
51		HOUSETCON	TOMJAZZ	TOMLOW	TOMROOM
52		ReverseCym	<	TOMROOM	RIMSHOT1
53		<	<	TOMHIGH	SDELECT
54		<	<	HHCLO1S	TOMROOM
55		<	<	HOUSEHH	HOUSECLAP
56		<	<	HHPEDAL	COWBELL
57		HOUSECOWB	<	HOUSERIDE	CABASA
58		<	<	HHOPEN2	HHCLO1S
59		<	<	TAMBOURINE	TAMBOURINE
60	C4	<	<	HOUSEHH	HHOPEN2
61		<	<	CRASH	CRASH
62		<	<	CHINA	ROLLSNARE
63		HOUSETCON	<	RIDECYM	RIDECYM
64		HOUSETCON	<	RIDECUP	RIDECUP
65		HOUSETCON	<	CABASA	TubularBel
66		DYNSDJAZZ	<	VOXHHCL	TubularBel
67		SDJAZZ2	<	HOUSCLAP	TubularBel
68		<	<	BONGOLOW	KITCHEN
69		<	<	BONGOLOW	KITCHEN
70		<	<	DARBKLOW	DARBKLOW
71		VOXHHCL	<	DARBKHIGH	DARBKHIGH
72	C5	<	<	CONGALOW	BreathNois
73		<	<	CONGAHIGH	BreathNois
74		<	<	TIMBALES	VIBRASLAP
75		<	<	TRIANSHORT	VOICES1
76		<	<	TIMBALES	VOICES1
77		<	<	TRIANLONG	VOICES1
78		<	<	NOISEPERC	VOICES1
79		<	<	NOISEPERC	VOICES1
80		<	<	DOOR	VOICES1
81		<	<	NOISEPERC	VOICES1
82		<	<	SDSTD2	VOICES1
83		<	<	ROLLSNARE	VOICES1
84	C6	<	<	SDSTD3	VOICES1
85		<	<		VOICES1
86		<	<		VOICES1
87		<	<		VOICES1
88		<	<		VOICES1
89					VOICES1
90					VOICES1
91					VOICES1
92					VOICES1
93					VOICES1
94					VOICES1
95					VOICES1
96	C7				VOICES1
97					VOICES1
98					
99					
100					
101					
102					
103					
104					
105					
106					
107					
108	C8				

Midi Implementation Chart

Function		Transmitted	Recognised	Remarks
Basic Channel	Default Changed	1-16 1-16	1-16	1 midi In; 1 midi Out; Extra Common
Mode	Default Messages Altered	Mode 3 X *****	Mode 3 X X	
Note Number	True voice	0-127 *****	0-127	True voice on banks 1-2-3-5-6
Velocity	Note ON Note OFF	O O	O O	
After Touch	Key's Ch's	X X	X O	
Pit/Mod		X	O	
Control Change		0,32 Bank change 4 Foot Controller 6 Data Entry 7 Volume 10 Pan 64 Damper Pedal 67 Soft Pedal 91 Reverb depth 93 Chorus depth 100,101 RPN	0,32 Bank change 1 Modulation 4 Foot Controller 6 Data Entry 7 Volume 10 Pan 11 Express.Controller 16,48 * Effects selection 18,50 * Oriental Control 64 Damper pedal 66 Sustain 67 Soft pedal 72 Release time 73 Attack time 74 Filter 1 cut-off freq. 91 Reverb depth 93 Chorus depth 98,99 NRPN 100,101 RPN *Cntrl 80 (ONE SHOT)* 61 * Rotary slow/fast 68,69 * Preset inc./dec. *Cntrl 81 [ON 0-63]* *[OFF 64-127]* 61 * Rotary (OFF=slow)	Bank change recognised on common channel, only in reception: Bank P. Change 48-55 * 0-47 Preset
Program Change	True number	0-127 *****	0-127	
System Exclusive		X	O	
System Common	Song Position Song Select Tune	X X X	X X X	
System Real Time	Clock Commands	X X	X X	
Aux Messages	Active sensing All Sound Off Reset All Contr Local ON/OFF All Note Off	O O O O O	O O O O O	
		Notes: * These messages travel on the Common channel only	O:YES X:NO	**Mode 1**:OMNI ON, POLY **Mode 2**:OMNI ON, MONO **Mode 3**:OMNI OFF, POLY **Mode 4**:OMNI OFF, MONO

Manufacturer: **Generalmusic**   Model: **pRP7**   Vers.:1.00

Recognized Control Change messages (MIDI Controllers)

A ControlChange message activates a Controlller, determined by the first ControlChange value.

The ControlChange consists of three parts:

- *status byte* - (status) determines the status of the ControlChange message.
- *data byte 1* - (value 1) MIDI Controller activated by the ControlChange message. This is the number by which the ControlChanges are identified in the following tables.
- *data byte 2* - (value 2) value of the activated MIDI Controller.

Control Change on tracks

CC00,32	Bank change.
CC01	Modulation.
CC06,38	Data Entry.
CC07	Main Volume.
CC10	Pan (panorama).
CC11	Expression.
CC16,48†	Effects selection
CC17,49†	Effects volume
CC18,50†	General Purpose (Tuning control)
CC32	BankSelect LSB.
CC64	Damper pedal.
CC66	Sostenuto (sustain) pedal.
CC67	Soft pedal.
CC71	Resonance.
CC72	Release Time.
CC73	Attack Time.
CC74	Filter Cutoff Frequency.
CC80	One Shot control
CC81	On/Off control
CC91	Effect 1 send (E1, reverb depth).
CC93	Effect 2 send (E2, chorus depth).
CC98,99	NRPN
CC100-101	RPN

FEDERAL COMMUNICATIONS COMMISSION

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this instrument does cause harmful interference to radio or television reception, which can be determined by turning the instrument off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

CAUTION: Changes or modifications to this product not expressly approved by the manufacturer could void the user's authority to operate this product.

GENERALMUSIC